

**SERIOUS GAMES FOR LEARNING  
KOREAN LANGUAGE – HWAITING!!  
APPLICATION**

**SITI NURAIN BINTI MOHAMAD AMIN**

**Bachelor of Computer Science**

**UNIVERSITI MALAYSIA PAHANG**



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(Student's Signature)

Full Name : SITI NURAIN BINTI MOHAMAD AMIN

ID Number : CD15057

Date :

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SITI NURAIN BINTI MOHAMAD AMIN

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## ABSTRAK

Aplikasi “Hwaiting!!” membantu pelajar memperoleh kemahiran berkomunikasi asas dalam Bahasa Korea dengan menggunakan gabungan pembelajaran interaktif dan permainan interaktif yang memberikan pengguna konteks konkrit untuk membangun dan menggunakan kemahiran mereka. Sejak pertumbuhan pesat perdagangan dua hala antara Malaysia dan Korea Selatan, dan jumlah pelaburan Korea yang memasuki Malaysia telah mempengaruhi permintaan bagi orang yang mempunyai kepakaran di Korea. Oleh itu, masalah yang timbul adalah mengenai sistem pendidikan di Malaysia, tidak termasuk kelas Bahasa Korea dalam silabus seperti bahasa Mandarin, yang menjadikan mereka sukar untuk belajar. Objektif projek ini adalah untuk merekabentuk dan membangunkan aplikasi permainan serius mudah alih yang menyediakan pendidikan bahasa Korea untuk pelajar. Pada akhir projek ini, aplikasi ini akan menyediakan perisian yang sangat baik, di mana pengguna boleh mempelajari konsonan asas dan berganda, vokal asas dan berganda dengan mendengar audio serta dengan bantuan perumian, dan juga latihan perbualan dari segi salam dan topik membeli-belah melalui aktiviti latihan padan suai, serta termasuklah soalan pelbagai pilihan dengan audio yang boleh didengar, grafik dan reka bentuk yang bagus, dan juga mesra pengguna. “User Accepting Testing” telah digunakan untuk mendapatkan maklum balas pengguna dan mengenalpasti kebaikan dan keburukan projek yang telah dibangunkan sepenuhnya. Artikel ini memberikan gambaran keseluruhan aplikasi, dan menerangkan pengalaman hingga kini dalam peralihan aplikasi dari prototaip ke dalam aplikasi latihan berlandaskan metodologi Model Addie.

## **ABSTRACT**

The “Hwaiting!!” application helps learners acquire basic communicative skills in Korean languages by going through the combination of interactive lesson and interactive games that give user a concrete contexts in which to develop and apply their skills. Since the rapid growth of bilateral trade between Malaysia and South Korea, and the growing amount of Korean investments entering Malaysia have influenced the demand for people with expertise on Korea. Hence, the problem is education system in Malaysia did not include the Korean Language classes in the syllabus like Mandarin does, which make it difficult for them to learn. The objectives of this project is to design and develop a mobile serious games application that provide Korean language education for student. At the end of this project, this application will provide the excellent courseware, where user can easily learnt the basic and double consonants, basic and double vowels by listening to the audio, with the help of romanization, and also the conversation practice in term of greetings and shopping topics through the drag and drop activities, nice graphics and design, include multiple choice questions (MCQs) and also user-friendly. The User Acceptance Testing (UAT) had been used in order to get a feedback and find the pros and cons of the fully developed project. This article gives an overview of the application, and describes the experience to date in transitioning the application from prototype into training application using Addie Model methodology.

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## **LIST OF ABBREVIATIONS**

HA	Hwaiting!! Application
UAT	User Acceptance Testing
MCQ	Multiple Choice Questions

## **CHAPTER 1**

### **INTRODUCTION**

#### **1.1 BACKGROUND**

Game has been an entertainment for both children and adolescents that fascinated enough for them to dedicate their leisure time to play it. Children mostly explore the world around them by playing games and interacting with others. Nowadays, students still learn by playing during the formal education process. In order to communicate with the people around the world, they need to develop speech and social skills. Hence, games should also be beneficial in second language acquisition among adults since playing games has a positive influence in first language acquisition process.

Serious games is a type of game that being designed purposely to educate, training and simulate the user on the topics being covered, for example foreign language like Hangul (Korean). Hangul is a symbol system that had been created for the official alphabet of the Korean language by the Great King Se Jong in Joseon Dynasty in purpose to awake the illiterate citizen (Haneul, n.d.). Hence, games can act as one of the important part of learning experiences in a Korean language as it is easy to learn. It will provide the chance for the language learners to apply what have been taught in the class in a fun and most relaxing ways.

“Hwaiting!!” application is designed to help learners quickly acquire basic communication skills in Korean languages by going through the combination of interactive lesson and interactive games that give user a concrete contexts in which to develop and apply their skills.

## 1.2 PROBLEM STATEMENT

Educational systems are responsible to train individuals to participate actively in political, economic and social relations. Hence, one of the needs of individuals is to develop skills in listening, speaking, reading and writing in foreign language so they can communicate, make projects, gather data, and make businesses in international platform. Since the rapid growth of bilateral trade between Malaysia and South Korea and the growing amount of Korean investments entering Malaysia have influenced the demand for people with expertise on Korea.

Based on table 1.1 below, we can see the problem that occur are due to education system, educational process, teachers and also learners.

Table 1.1 the problem statement description and effect.

Problem	Description	Effect
1. Education System	<ul style="list-style-type: none"><li>- It is vital to have a national system of foreign language teaching (Oktay, 2015), which requires a scientific plan.</li><li>- Another significant throwback to completing task is student achieving testing system.</li></ul>	<ul style="list-style-type: none"><li>- If there is enough scientific planning, starting Korean courses at earlier grades can produced the expected result.</li></ul>
2. Educational Process	<ul style="list-style-type: none"><li>- Teach to test with less time devoted to activities that are not part of the test.</li><li>- Consider the atmosphere, appearance, size, and equipment of learning places.</li></ul>	<ul style="list-style-type: none"><li>- Has negative impacts on educational process.</li><li>- Larger classes causing failure because it's impossible to closely monitor students' language</li></ul>

		use. It also present problem of control and discipline.
3. Teachers	- Method of teaching.	- Student will feel bored if kept doing learning session only by books.
4. Learners	-Learner struggle to understand the relevant of learning Korean.	- Causes negative attitude towards foreign language learning.

### 1.3 OBJECTIVES

Based on the problem statements above, the objectives of the “Hwaiting!!” application project are:

- i. To study the available mobile serious game applications that provide Korean Language education for student.
- ii. To design and develop a mobile serious games application that provide Korean language education for student.
- iii. To evaluate the effectiveness of the developed mobile serious games application that provide Korean language education for student.

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